

I claim:

1. A device for calculating where a cue ball must cause an object billiard ball to strike the bumper of a billiards table in order to drive the object ball into a selected pocket of the billiards table of the type having two opposed end rails and two
5 opposed side rails, comprising:

(a) a plotting board comprising:

(i) a scaled playing table portion;

(ii) at least one scaled mirror table portion having pocket positions
10 formed thereon, wherein the at least one mirror table adjoins at least one of the opposed end rails or opposed side rails and is a mirror image of the playing table portion;

(b) a plotter comprising:

(i) a guide;

(ii) an object ball arm, the object ball arm having a pocket guide end
15 and an object end;

(c) wherein when the guide is placed over a selected pocket position on the mirror table portion and the object ball end of the object ball arm is aligned with the object ball on the scaled playing table and the pocket guide end is
20 aligned with the guide over the selected pocket position, the object ball arm will cross the scaled playing table at a point where the object ball must strike the bumper of the billiards table.

2. The device of Claim 1 further including a cue ball arm having an object end, the object end of the cue ball arm being pivotally connected to the object end of the
25 object ball arm, wherein when the cue ball arm is aligned with the cue ball on the playing table, the cue ball arm indicates where the object ball must be struck by the cue ball.

3. The device of Claim 1 further including a scale for placement on the bumper
30 of the billiards table, the scale corresponding to the scaled playing table to assist a player in causing the object ball to strike the bumper at a desired point on the billiards table.

4. A device for calculating where a cue ball must strike the bumper of a billiards table in order to rebound and strike an object ball, driving the object ball into a selected pocket of the billiards table of the type having two opposed end rails and two opposed side rails, comprising:

5 (a) a plotting board comprising:

(i) a scaled playing table portion;

10 (ii) at least one scaled mirror table portion having pocket positions formed thereon, wherein the at least one mirror table adjoins at least one of the opposed end rails or opposed side rails and is a mirror image of the playing table portion;

(b) a plotter comprising:

(i) a guide;

(ii) an object ball arm, the object ball arm having a pocket guide end and an object end;

15 (iii) a cue ball arm, the cue ball arm having one end pivotally connected to the object end of the object ball arm,

(c) wherein when the guide is placed over the selected pocket on the mirror table portion, the object ball end of the object ball arm is aligned with the object ball on the mirror table portion, and the cue ball arm is aligned with the cue ball on the playing table, the cue ball arm will cross the scaled playing table at the point where the cue ball must strike the bumper of the billiards table.

25 5. The device of Claim 4 further including a scale for placement on the bumper of the billiards table, the scale corresponding to the scaled playing table to assist a player in causing the cue ball to strike the bumper at a desired point on the billiards table.

30 6. A method for determining where a cue ball must cause an object billiard ball to strike the bumper of a billiards table in order to drive the object ball into a selected pocket of the billiards table of the type having two opposed end rails and two opposed side rails, comprising:

(a) on a template having a scaled playing table portion and at least one interconnected mirror table portion, plotting on the mirror table portion the selected pocket; and

(b) plotting a line between the selected pocket on the mirror table portion and the object billiard ball on the playing table portion, wherein the line crosses the end or side of the playing table portion at the point where the object ball must strike the bumper of the billiards table in order to rebound into the selected pocket.

7. The method of Claim 6 further comprising the step of plotting a second line between the cue ball on the playing table portion and the object ball on the playing table portion, wherein the second line indicates where the object ball must be struck by the cue ball.

8. A method for determining where a cue ball must strike the bumper of a billiards table in order to rebound and strike an object ball, driving the object ball into a selected pocket of the billiards table of the type having two opposed end rails and two opposed side rails, comprising:

(a) on a template having a scaled playing table portion and at least one interconnected mirror table portion, plotting on the mirror table portion the selected pocket;

(b) plotting a line between the selected pocket on the mirror table portion and the object billiard ball on mirror table portion; and

(c) plotting a line between the object billiard ball on the mirror table portion and the cue ball on the playing table portion, wherein the line crosses the end or side of the playing table portion at the point where the cue ball must strike the bumper of the billiards table.